NEW! KNUCKLES STARTS HIS OWN SERIES!

sonic the comic

No. 39 • November 25th 1994
Britain's OFFICIAL SEGA COMIC
£1.15 Every Fortnight

starring
SONIC THE HEDGEHOG™ PLUS KNUCKLES

FREE! SONIC STICKER SET 4!

ETERNAL CHAMPIONS
LARCEN & SHADOW

CITY KICKERS!

39
9 770969 304020

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Is it a tremor? Is it a quake? Is it a shockwave? No, it's **Knuckles** powering his way into his very own *STC* series! Looks like Sonic's got a serious rival. Let us know what you think of Knuckles.

Got your latest set of *STC* **Sonic Stickers**? One more set to go and you'll have the lot. Have you sent in your ideas suggesting the best use for them?

Decap Attack comes to a gruesome close in this issue but fear not, Chuck-a-holics, a special complete **Decap Attack** story will be in *STC* 40. You just can't have enough of a bad thing, can you?

Did I mention *STC*'s two Christmas **Mega Issues**? I did? Well, I'm doing it again. Slide a glance to the right for more news of this great event.

One last thing. **Marko's Magic Football.** Who is he? What is it? Stay tuned for the answers.

Megadroid

AMY'S CHRISTMAS TREAT?

Amy is just one of the big surprises heading your way in two issues' time when *STC* goes mega-size! *STC* 41 and 42 will not only contain the regular supercharged action to be expected from Britain's top-selling video game comic, but some segasational extra features:-

- 48 pages of excitement!
- Special stories featuring surprise stars!
- Puzzles, compos, pin-ups and more!
- New series begins!
- Amazing FREE gifts!

Get your orders in now, Boomers. *STC* 41 and 42 are bound to be sell-out items - and just about the best Crimbo presents you could ask for!

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Jon Haward
- **Publisher:** Rob McMenemy

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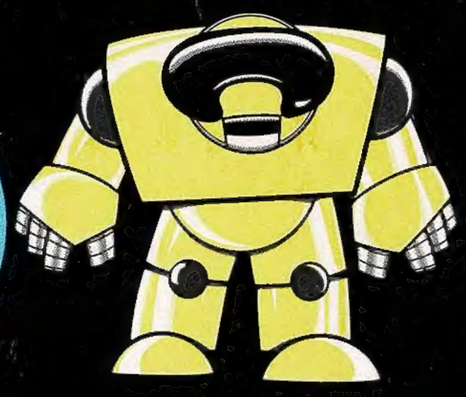


The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA — CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	new	MORTAL KOMBAT 2
2	▲	SONIC THE HEDGEHOG
3	—	FIFA INTERNATIONAL SOCCER
4	▼	JUNGLE BOOK
5	—	PGA EUROPEAN TOUR GOLF
6	▼	SUPER STREET FIGHTER 2
7	▼	SONIC SPINBALL
8	▲	SONIC THE HEDGEHOG 2
9	new	MICKEY & DONALD
10	—	SONIC THE HEDGEHOG 3

MEGA-CD

1	—	FIFA INTERNATIONAL SOCCER
2	—	TOMCAT ALLEY
3	▲	ECCO THE DOLPHIN
4	▼	BATTLECORPS
5	▲	PRINCE OF PERSIA
6	▲	SILPHEED
7	▼	SONIC CD
8	RE	BATMAN RETURNS
9	RE	THUNDERHAWK
10	▼	ROAD AVENGER

MASTER SYSTEM

1	▲	DESERT SPEED TRAP
2	▲	JUNGLE BOOK
3	▼	ROBOCOP V TERMINATOR
4	▼	SONIC THE HEDGEHOG 2
5	▼	SONIC CHAOS
6	—	SONIC THE HEDGEHOG
7	RE	MICKEY MOUSE 2
8	RE	ALADDIN
9	▼	MICRO MACHINES
10	—	F1

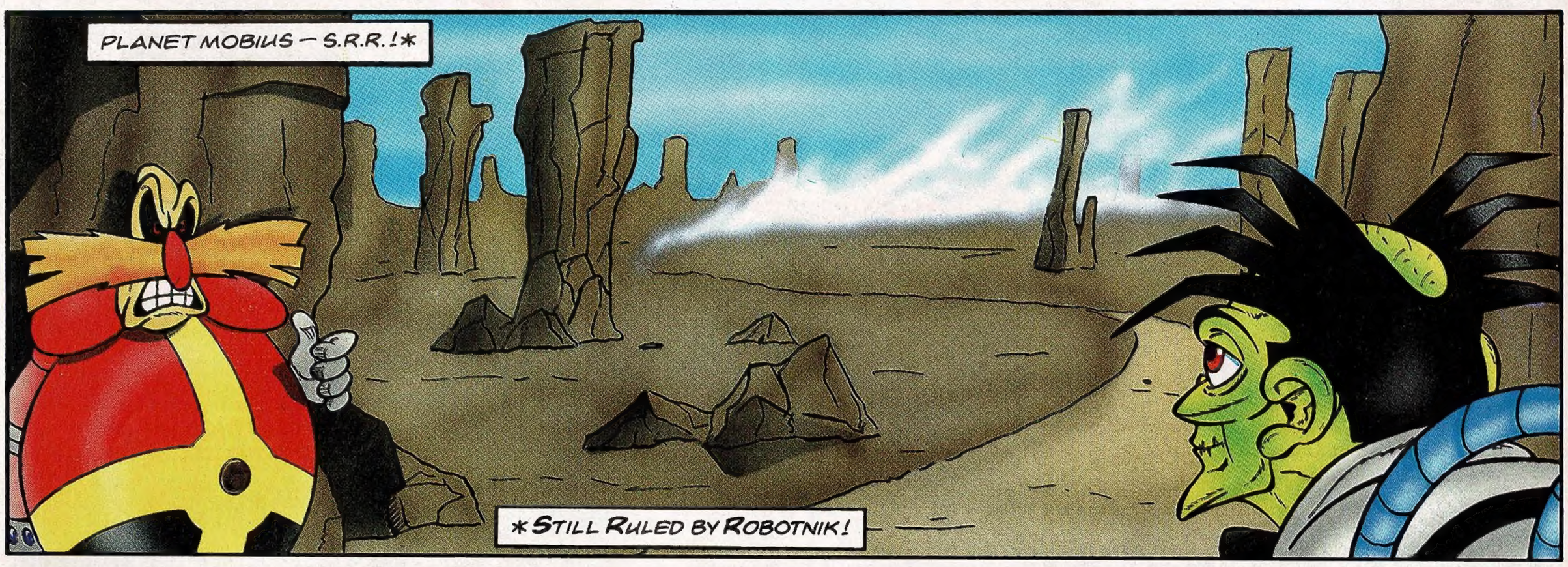
GAME GEAR

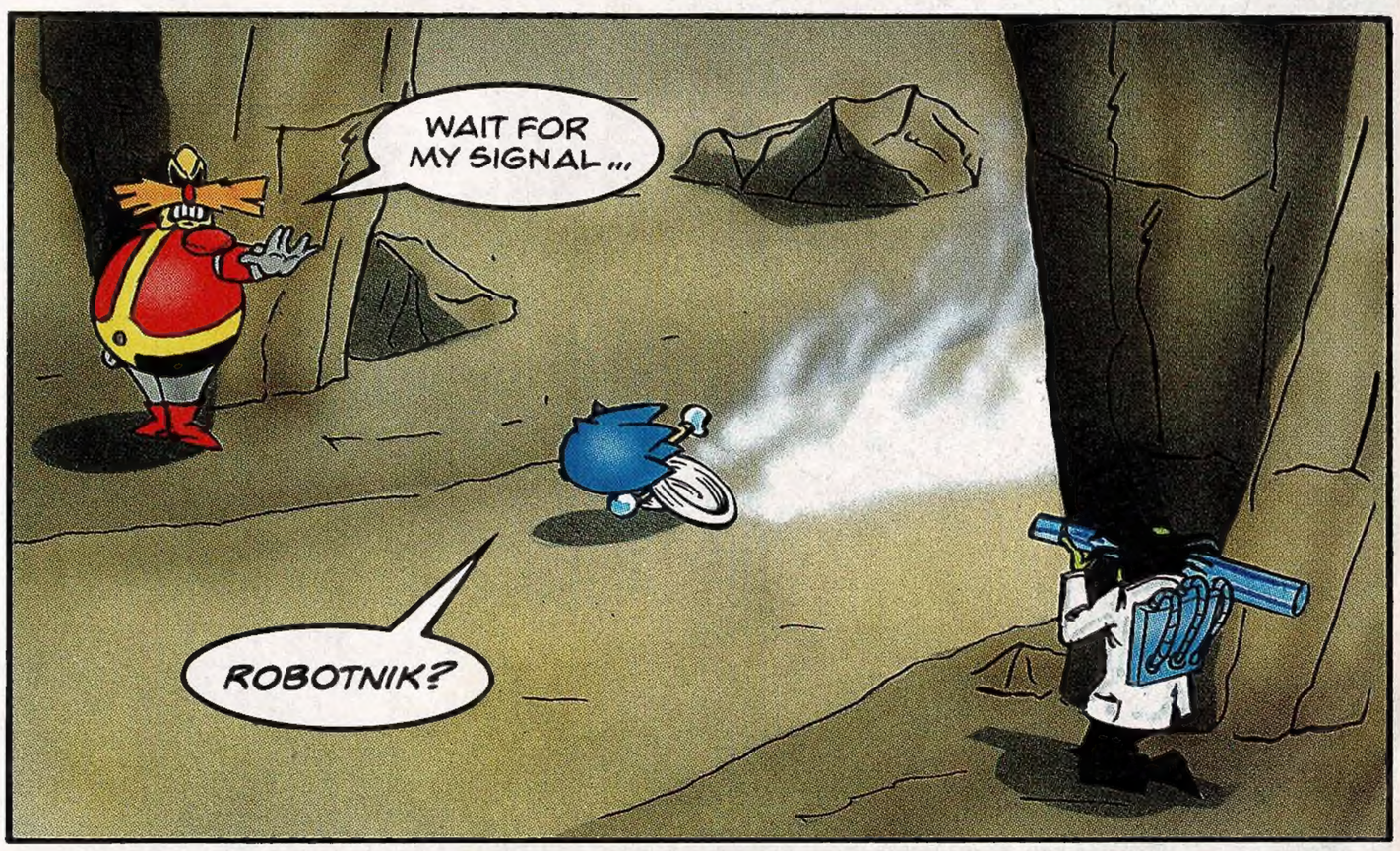
1	new	MORTAL KOMBAT 2
2	▼	SONIC THE HEDGEHOG 2
3	RE	ALADDIN
4	▼	SONIC THE HEDGEHOG
5	RE	DONALD DUCK
6	RE	TALESPIN
7	▼	MICKEY MOUSE
8	▼	SONIC CHAOS
9	▼	JUNGLE BOOK
10	▼	STREETS OF RAGE

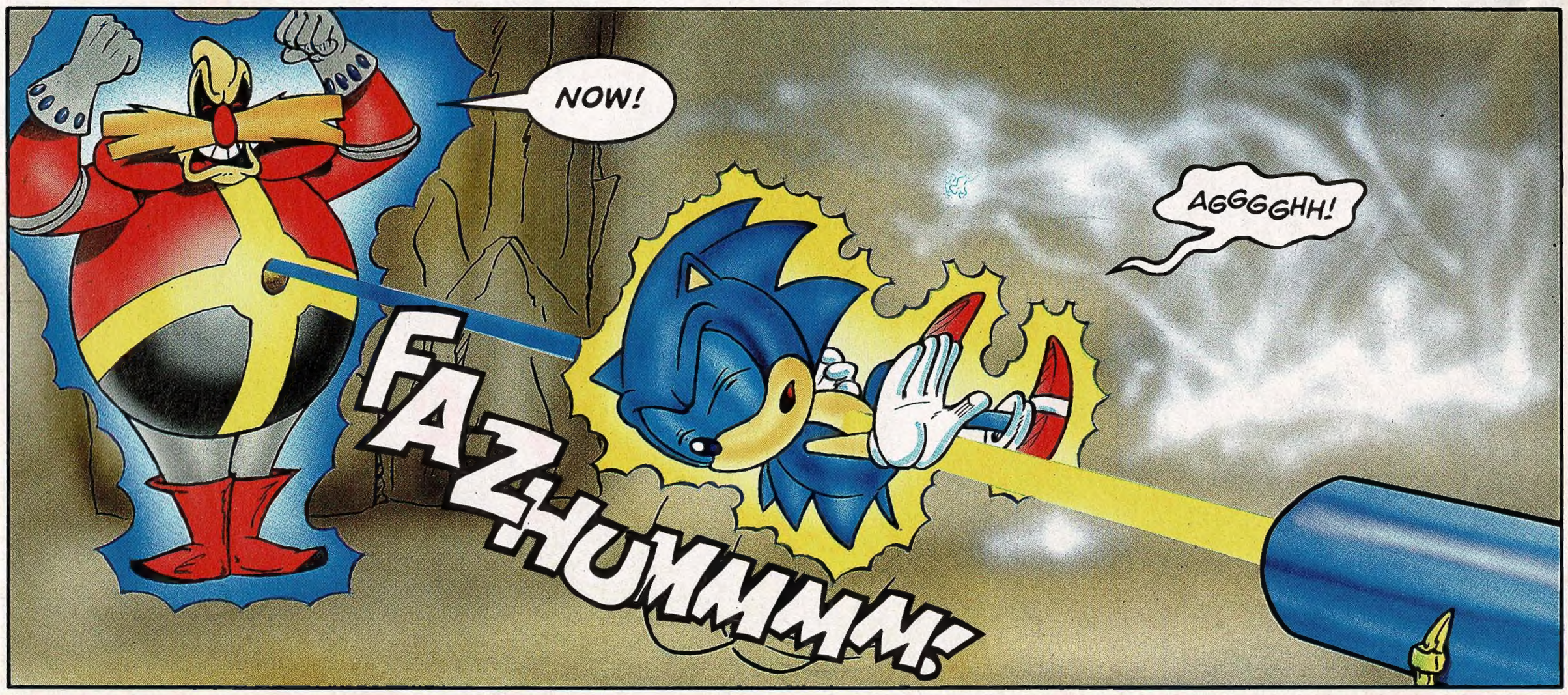
SONIC THE HEDGEHOG™

Sonic No More

Script:
Nigel Kitching
Art:
Ferran Rodriguez
Lettering:
Ellie de'Ville







WHATEVER THAT WEAPON WAS *SUPPOSED* TO DO, IT DIDN'T WORK— YOU *FAILED AGAIN*, ROBOTNIK!

GUESS AGAIN, *RODENT!*

WH... WHAT HAPPENED TO ME? I'M SUPPOSED TO BE *BLUE!*

THIS IS THE WAY I LOOKED *BEFORE* I GOT MY POWERS!*

WHAT HAVE YOU DONE?...

*SEE STC 8 FOR SONIC'S ORIGIN-MEGADROID.

...ROBOTNIK?

HAHAHA HAHA!

MEANWHILE, BACK AT SONIC'S SECRET BASE.

I DON'T UNDERSTAND IT. SONIC HAS *NEVER* TAKEN THIS LONG ON HIS MORNING RUN BEFORE.

I HOPE NOTHING'S HAPPENED.

KRAK!

IT'S *ALL OVER* FOR YOU, SPIKEBALL!

UHNNN!

I HAVE YOUR SONIC SPEED NOW AND THERE'S *NOTHING* YOU CAN DO ABOUT IT!

KABOOM!

WITHOUT YOUR POWERS, SONIC, YOU ARE *HELPLESS!*

YOU... YOU'RE LETTING HIM *GO?*

HAHAHA!

I WANT THE PEOPLE OF MOBIUS TO SEE WHAT I HAVE DONE TO THEIR *GREATEST HERO!*

THIS HAS *GOT* TO BE SOME KIND OF BAD DREAM...

HUH?... SOMEONE'S COMING THROUGH THE TUBE!

WHO ON MOBIUS IS THAT?

ALL RIGHT, STRANGER, HOW DID YOU FIND US? THIS BASE IS *SUPPOSED* TO BE A SECRET!

WHOA! HOLD ON, GUYS, IT'S ME!

SONIC?

IT WAS OLD EGG-BREATH... HE HAD THIS RAY GUN THING. *HE'S STOLEN MY POWER, GUYS!*

SONIC... I THINK I KNOW WHAT IT WAS...

...BEFORE HE DIED LAST MONTH *PROFESSOR NEINSTEIN** WAS RUMOURED TO HAVE INVENTED AN ENERGY ABSORBING/TRANSMITTING DEVICE.

SOMEHOW ROBOTNIK'S GOT HOLD OF IT!

* NEINSTEIN WAS A FAMOUS MOBIAN PHYSICIST - NOT THAT IT MAKES MUCH DIFFERENCE, WE'RE NEVER GOING TO MENTION HIM AGAIN! - MEGADROID.

WHATEVER IT WAS, PORKER, IT'S UP TO ME TO GET MY POWERS BACK... AND I'VE GOT TO DO IT *ALONE!*

A LITTLE LATER.

NOW TO *REALLY* MAKE THOSE EMERALD HILL FOLK SUFFER!

I ... THINK I'M GOING TO ... BE SICK!

HOLD IT, ROBOTNIK! I KNOW ALL ABOUT NEINSTEIN'S DEVICE!

AND YOU LOOK *TERRIBLE* IN BLUE, BY THE WAY.

THE POWER IS MINE NOW, SONIC ... AND THERE'S *NOTHING* YOU CAN DO ABOUT IT!

BADNIKS ... PERFECT!

WHY SHOULD I WASTE MY TIME ON SOMEONE AS *PATHETIC* AS YOU?

DESTROY SONIC, MY BADNIKS!

AFFIRMATIVE ... TARGET MATCHES SPECIFIED PARAMETERS.

ATTACK *SONIC,* YOU *IDIOTS!*

FZZACK!

COOL ... THE BADNIKS THINK ROBOTNIK IS *ME.* HANG ON, THAT'S AN *INSULT!*

STOP, YOU FOOLS!

WE TAKE ORDERS ONLY FROM THE GREAT ROBOTNIK.

I AM ROBOTNIK!

NEGATIVE. SENSORS INDICATE TARGET IS SONIC THE HEDGEHOG.

GRIMER, DO SOMETHING, YOU FOOL!

DO SOMETHING? UH, RIGHT, HANG ON...

YAAAAAHH!

FA-ZZ-JMM!

IT WORKED, THE BADNIKS HAVE STOPPED THEIR ATTACK!

I NEVER REALISED HOW *STUPID* BADNIKS WERE!

FORGET THE BADNIKS, CREEP, YOU'VE GOT OTHER PROBLEMS...

I'M BACK!

B-BANG!

FREE! THAT SONIC— HE'S MY HERO!

B-DOPP!

OKAY, KIDDIES, ALL CHANGE!

QUICKLY, YOU *BUFFOON!* GIVE ME HIS POWERS AGAIN!

RIGHT, OKAY... IT'S THE RED BUTTON FIRST... NO WAIT, THE GREEN, *THEN*...

SO *THIS* IS THE BABY THAT'S CAUSED ALL THE TROUBLE... *CUTE!*

BE *CAREFUL* WITH THAT! IT'S VERY...

THE RED...

...FRAGILE!

SMASH!

OOPS... BUTTER-FINGERS!

NOW GET OUT OF HERE, ROBOTNIK, WHILE YOU *STILL CAN!*

AND IF YOU *EVER* MESS WITH MY POWERS AGAIN, I'LL FORGET I'M SUPPOSED TO BE THE *GOOD GUY!*

NEXT ISSUE: *SONIC ON ICE!*

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: David Gibbon.

Mega Drive | Mega CD | Master System | Game Gear

STC Rating System

under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
over 90% = Mega City

BALLZ

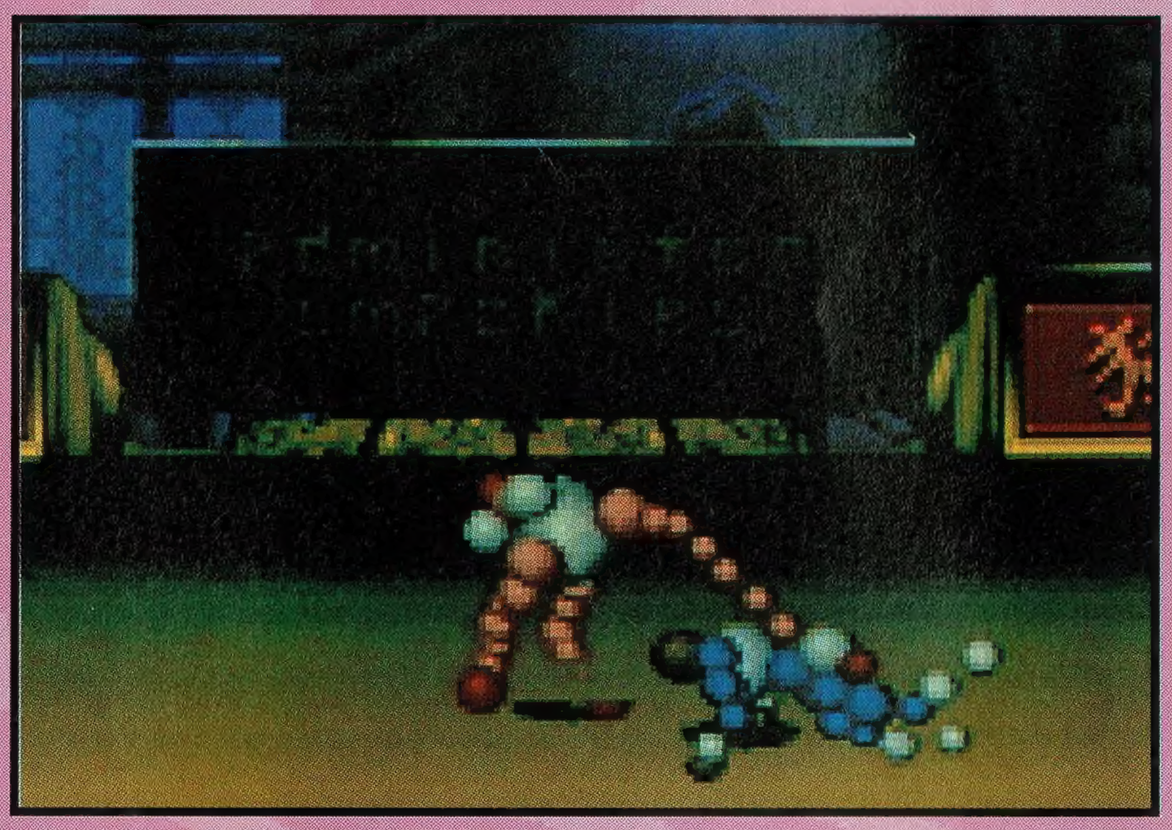
MD

game type: 3D BEAT 'EM-UP
1-2 PLAYERS

Contrary to what you might believe, **Ballz** is actually a revolutionary 3D fighting game which looks and plays similar to Sega's eagerly awaited *Virtua Fighters*. The characters in the game are different from characters in normal fighting titles like *Street Fighter 2* because each fighter has been created using a combination of different-sized colour balls - hence its name!

A line-up of 16 unique characters and bosses are included, each with their own obnoxious personality; Basher, Boomer and Divine amongst them. All 16 fighters have between 28 to 33 moves (about three times more than most beat 'em-ups!) including a few special moves for good measure.

The game takes place in an arena with the jesters taunting billboards and video screens in the background. Visually, the fighters get progressively bigger and smaller as they move backwards and fowards on the screen. Not only do you fight your opponent, you also get the chance



to mock them. A great feature is the ability to change to another character at any time with a secret morph power. Once a fight has been won, you can watch your victory from any camera angle with an incredible zooming instant replay that takes you directly overhead.

Ballz is full of humour, digitised comments, flashy graphics and up-beat music. Accolade must be congratulated on taking the initiative to produce the first ever 3D beat 'em-up for the Mega Drive. The game takes some getting used to, but beat 'em-up fans will be hooked.

FAST FAX

PUBLISHER: ACCOLADE
PRICE: £39.99

GRAPHICS 90
SOUND 82
PLAYABILITY 84

RAVES
The first ever 3D beat 'em-up - and it works!

GRAVES
The 3D graphics may not be to everyone's taste.

OVERALL 86%

JUNGLE BOOK

game type: PLATFORM
1 PLAYER

The graphics and animation on **Jungle Book** are absolutely superb. Virgin handed over all the animation work to Disney, creating the most beautifully animated game this year! It's pedigree stands out and even the initial programming of the game was done by Dave Perry, the talent responsible for massive hits *Cool Spot* and *Aladdin*.

Based on Walt Disney's film *Jungle Book*, the game sees you in the role of man-cub Mowgli attempting to escape the clutches of hungry tiger, Shere Khan. Mowgli must make his way through 10 levels to finally reach the safety of the Man Village. To complete a level, various gems need to be collected before a message appears

instructing you to find a particular character such as Baloo the Bear. Once found, that level will be complete. Of course, nothing is that easy and each level of **Jungle Book** is full of baddies such as crazy monkeys and swarms of bees that hamper your progress. Apart from being able to jump on heads to dispose of baddies, Mowgli also has an unlimited supply of bananas. A number of weapons found lying around each level can be picked up and used later, including nuts fired through a pea-shooter and boomerang bananas. Witch Doctor Masks are also available giving you several seconds of invulnerability - great when fighting the end of level baddies.

Each of the 10 levels include plenty of baddies, bonus levels, traps and settings to stop **Jungle Book** from becoming a bog-standard platformer with snazzy graphics. Apart from the excellent gameplay and music taken from the film, it's the animation that really makes it special. Just let Mowgli stand still and you're treated to him dancing, balancing a banana on his nose and swatting flies. The movements are very realistic - ranging from Mowgli's hair blowing in the wind, to the falling leaves dropping to the ground - superb. Make sure **Jungle Book** is one of the games you buy this year.

FAST FAX

PUBLISHER: VIRGIN
PRICE: £44.99

GRAPHICS 93

SOUND 79

PLAYABILITY 86

RAVES
Incredible animation and great gameplay make this a must!

GRAVES
May be too easy to complete for older players.

OVERALL 92%

IF YOU CAN DO THIS YOU CAN PLAY THIS

We take no substitutes ... only the best are good enough to match the might of the Gorgons on foreign turf ... their turf. Donning the shirt of a Hurricanes superstar, use your footballing skills to find a safe route through tantalizing traps, mind-bending puzzles and stamina-draining obstacles. Are you good enough to make it to the steps of the Gorgon stadium? ... ONLY YOU WILL KNOW!

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THE ETERNAL CHAMPIONS

LARSON'S REVENGE PART 3

SCRIPT: MICHAEL COOK
ART: JON HAWARD
LETTERING:
TOM FRAME

"YOU KNOW, A GUY CAN GO OFF A PLACE.

"CHICAGO USED TO BE MY KIND OF TOWN. I WAS BORN HERE. RAISED HERE. WORKED HERE.

"I THOUGHT I'D SEEN THE LAST OF THE CITY."

KRRNK!

WHAT WAS THAT? IS SOMEONE OUT THERE?

OH SURE, THERE'S **ALWAYS** SOMEONE 'HANGING AROUND' A FIFTEENTH FLOOR WINDOW!

Y'KNOW, THERE COULD BE. WHAT ABOUT THAT CAT BURGLAR? **TYLER**. HE COULDA GOT UP HERE.

YOU MEAN THE ONE WHO GOT HIMSELF KILLED IN **THE GANG WARS**? SOMEHOW, I DON'T THINK HE'LL BE SCALING TOO MANY ROOFTOPS ANY MORE.

THAT'S JUST WHERE THEY'RE WRONG. **I'M** TYLER, LARCEN TYLER. ONE TIME CAT-BURGLAR. NOW FULL-TIME **ETERNAL CHAMPION**.

"THE POLICE PRECINCT HOUSE IS ANOTHER PLACE I REMEMBER. I PASSED A MISSPENT YOUTH TRYING TO KEEP OUTTA THE PLACE.

"NOW I'M TRYIN' TO **BREAK IN.**"

SO THE MIGHTY **WHITE ORCHID** COMES TO THIS, HUH?

CHICAGO'S NEW CRIME BOSS IN CHAINS. HEH, HEH!

OKAY, LADY. **INSIDE!**

"COURSE, I KNOW SHE'S NO LADY. SHE'S SHADOW YAMOTO. NINJA ASSASSIN FROM THE FUTURE.

"THING IS, I CAN'T WORK OUT WHY SHE WON'T ESCAPE ON HER OWN.

"GUESS I'LL JUST HAVE TO HELP HER."

KRASH!

HEY, YOU REMEMBERED. FUNNY, I NEVER NOTICED YOU AT **MY FUNERAL!**

WHA...? **TYLER?**

ONE MORE MOVE AND YOU'RE LOOKIN' AT **ANOTHER** FUNERAL!

DON'T SEND FLOWERS. JUST DONATIONS.

CAN IT, TYLER. PUT 'EM UP!

AAGGH!

YOU SAID IT, CHIEF.

HI, SHADOW. ONE MINUTE AND YOU'RE OUTTA HERE.

LARCEN?

HEY, PLEASE. NO NEED TO THANK ME. IT'S ALL PART OF THE SERVICE.

WHAT ARE YOU DOING HERE? THE **ETERNAL CHAMPION** STRICTLY **FORBADE** YOUR INVOLVEMENT IN MY MISSION.

LOOK, I'M RESCUING YOU, AIN'T I? NOW DO YOU WANT TO BE SAVED OR **NOT**?

JON HAMM

"IT TURNS OUT **NOT**. SEEMS SHADOW HAD A REASON WHY SHE WANTED TO GET CAUGHT..."

IN THE LAST MONTHS I'VE COMPILED DOSSIERS ON ORGANISED CRIME THROUGHOUT CHICAGO. IN CONFESSING MY OWN CRIMES AS 'WHITE ORCHID' I'VE IMPLICATED ALL THE MAJOR GANGS IN THE CITY.

NOW I'VE FLED, MY TESTIMONY WILL BE WORTHLESS AND THE GANG BOSSES WILL ESCAPE JUSTICE.

OKAY, SO LET'S TRY FOR PLAN B. I MEAN, YOU DIDN'T KNOW YOU WERE BEING AMBUSHED ANYHOW.

SO THERE'S SOMEONE **ELSE** INVOLVED IN ALL THIS. SOMEONE WHO KNOWS I'M BACK IN CHICAGO. MAYBE WE CAN FIGURE THIS OUT INSIDE.

VERY WELL. BUT THERE MUST BE SOMEWHERE BETTER THAN THIS SHABBY TENEMENT.

YAMOTO, LISTEN! WHEN YOU'RE HIDING OUT IN FEAR OF YOUR LIFE, YOU'RE GRATEFUL FOR WHAT YOU CAN GET.

MAYBE IT AIN'T THE RITZ, BUT AT LEAST THE ROACHES ARE FRIENDLY.

HUSH, TYLER. **VOICES.**

I DON'T BELIEVE IT! **I'M** BEING BURGLED!

LET'S HIT 'EM **FAST** AND **HARD**!

KRACHH!

WHA...! MISTER TAGLIANI!

MY INFORMANT WAS RIGHT — YOU ARE BACK IN TOWN. YOU'RE LOOKING GOOD FOR A DEAD MAN, TYLER.

SO, YOU GOT SOMETHING FOR ME, CAT BURGLAR? LIKE SOME DOCUMENTS, MAYBE?

I GOT **NOTHING** FOR YOU.

I THOUGHT YOU WERE THE BEST, TYLER... SEEMS THE BEST JUST GOT BETTERED. WHITE ORCHID I PRESUME?

THE DOCUMENTS REMAIN IN MY POSSESSION, TAGLIANI, AND YOUR CAUSE IS NOT SERVED BY YOUR DOUBLE-CROSS AT THE QUARRY.

JUST WHAT I WANTED TO HEAR. YOU COST ME A LOT OF BUSINESS, LADY. I HAD THOUGHT THE COPS COULD TAKE CARE OF YOU.

STILL, THAT'S HOW IT GOES. YOU WANT ANYTHING DONE IN THIS TOWN YOU GOTTA DO IT YOURSELF.

NOW, LET'S SEE IF WE CAN'T GET IT RIGHT **THIS TIME.**

NEXT ISSUE: TWO BIRDS — ONE STONE.

NEWS Zone

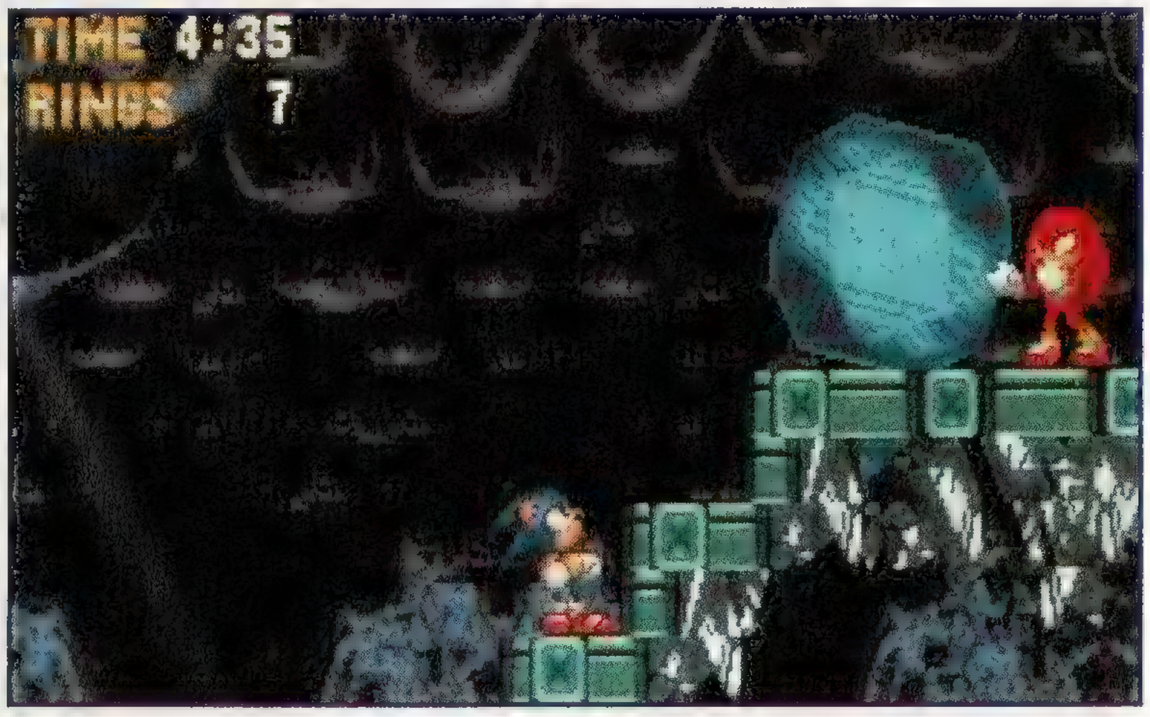
be like if you could use Knuckles' special abilities (climbing, floating, etc.) to access areas of *Sonic The Hedgehog* and *Sonic 2* previously impossible to reach?

Thus **Sonic & Knuckles** was born - and aren't we all glad?

SECRETS OF SONIC & KNUCKLES

OR WHATEVER HAPPENED TO SONIC 3 PART 2?

As every Sonic fan knows **Sonic & Knuckles** is storming the charts by offering a unique style of gameplay via its *Lock-On* cartridge technology. What other game gives you the chance to plug in carts you already have and discover new levels in games you thought you already knew inside out?



However, there is something you don't know! **Sonic & Knuckles** started life as ***Sonic 3: The Special Edition.*** That's right, *Sonic 3* was designed to be such a huge game that it would be brought out in two parts. Part 1, *Sonic 3* as we all know it, hit the shops in February (24th to be exact!). Part 2 was scheduled to appear in the Autumn of this year in a special cartridge that would plug into *Sonic 3* and continue the storyline.

Somewhere along the way, the folks at Sega decided that Knuckles was going to be a megastar and deserved a big role in a new game. Not only that but, they thought, if you could plug one existing *Sonic* game into the new *Lock-On* cart, why not others? What would it

A WALK IN THE JURASSIC PARK

JP ROARS ONTO MEGA-CD

Fed up with watching *Jurassic Park* on video for the billionth time? Feel you could do a lot better than Richard Attenborough and co? Time to pick up **Jurassic Park** for the Mega-CD.

The game (very different from the somewhat disappointing Mega Drive platformer) puts you squarely into the action. Your helicopter crash lands on the island of Isla Nublar just after the final climactic events of the film. Your task is to collect dinosaur eggs and get them into incubation within 12 hours. Needless to say, there are a lot of dangerous dinos wandering about the place who would like you for lunch!

As expected from a Mega-CD product, graphics and sound are of the highest quality. The lush jungle scenery was digitised from detailed artwork and the dinosaurs were produced from 3D computer models.

An added bonus in the game is an on-line information system where you can learn all about the various dinosaurs from Dr Robert T Bakker, noted palaentologist and adviser to Spielberg on the film.

Jurassic Park is available from Sega around now, price £49.99.

Jurassic Park - a game with teeth!

THE POWER OF X

MEGA DRIVE 32X IS HERE!

The long-awaited Mega Drive 'supercharger', the **Mega Drive 32X** goes on sale this month with a recommended price of £149.00.

The 32X simply plugs into any existing Mega Drive (model 1 or 2) and works with all current Mega-CD discs and Mega Drive carts.

Supercharge your MD with the Mega Drive 32X.

SHORT BURSTS

SPORTS SPECIAL

A new year looms which means new versions of some of EA's top sports sims. Garry Penn reports.

THE BEST GETS BETTER

FIFA Soccer '95 is due for release on the Mega Drive in November, priced at £44.99.

The overall speed of action has increased, the players move more fluidly, and even more animation has been added!

New features include set-play free kicks, longer-term injuries, more believable Mega Drive-controlled players, and a very effective 'after-touch' system to allow greater bending of the ball. Over 200 national and club teams are featured, with the selection spanning eight international leagues including the Brazilian, Dutch, English and Italian.

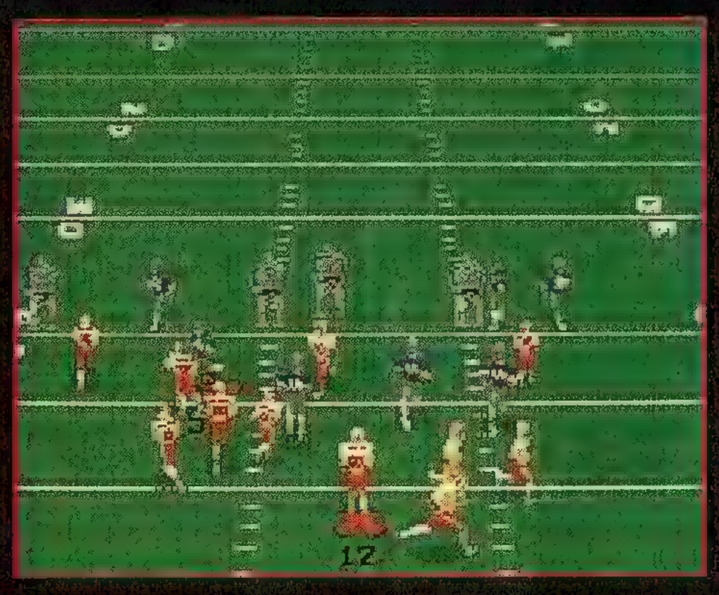
Fortunately, the cartridge has a battery so the state of play in long-term competitions and seasons can be stored, and yes, **FIFA Soccer '95** is compatible with EA's 4-Way Play adaptor.

MADDEN REVISITED

Madden NFL '95 is yet another updated version of what some regard as the best American Football simulation available for the Mega Drive.

In this version the pitch and players have been rendered in full 3D to create a remarkably realistic playground. Player animation is improved - so too is the commentary from John Madden himself - and the player intelligence is the best it's ever been.

Take control of one of 30 NFL teams and compete in a complete NFL season (take advantage of the cartridge's battery to save your progress along the way). Four players can use EA's 4-Way Play adaptor to play with or against each other, but the icing on the cake is the availability of statistics galore; including world records for individual performances of passing, rushing and tackling, just so you can see how well you fared. Priced at £44.99, **Madden NFL '95** is out on the Mega Drive this month.



BASKETBALL GOES LIVE IN '95

Hot on the heels of Acclaim's incredible *NBA Jam* basketball simulation on the Mega Drive, comes **EA Sport's NBA Live '95**.

Once again the *FIFA International Soccer* viewpoint has been adapted to suit this game. To further increase the speed and flow of play, you can also pass the ball while on the run. Other moves include behind-the-back passes, two-player 'alley-oops', tip-in slams and intentional fouls (boo).

A wealth of statistics are available, together with a trading option which means you can create your own Dream Team. The changes, along with your progress in the seasons and play-offs, can be stored on cartridge.

NBA Live '95 supports EA's 4-Way Play adaptor, so you and your friends can play with or against each other. The game will be available for the Mega Drive this month. The price: £44.99.

ALIENS

Brave Space Marines have repelled an attack on earth by evil Aliens from Outer Space.

Hurtling towards earth in their space ship, the Aliens, led by the Alien Queen had planned to take over the planet and recruit girls and boys aged 7 to 12 to join their army. However, the five brave Space Marines, Lt Ripley, Sgt Apone, Drake, Cpl Hicks and the android Bishop, defeated the Aliens with their unique weapons and interplanetary vehicles, the Hovertread and the Stinger XT-37 and sent the Aliens back to Outer Space.

But before they left, the Aliens delivered to earth the exciting new range of Aliens toys, based on the blockbuster movies which are only available from Kenner. There are the six different aliens, each with its own unique action including the Gorilla Alien which can be filled with water to squirt, the Bull Alien with its ramming head, the Scorpion Alien which explodes on impact, the Face Hugger with its tail trap, the Snake Alien with its viper strike fangs and of course the Alien Queen.

Fifty Sonic readers can win their own Alien toy from this authentic collection by entering this simple competition. Just write your name and address on a postcard with the answer to the question: How many different Aliens are there in the new range of toys? Send the postcard to: Sonic/Aliens Toys competition, Kable Public Relations, 11-13 Soho Street, London, W1V 5DA.

"He beat Shilton from 35 yards...and you don't beat Shilton from 35 yards."
(Peter Jones)

umbro

Two 'live action' goalkeepers. Around £1·70.

Subbuteo
Accessories

"Puts the game in a different league, Brian."

"I was a CHINESS WONDER"

Says BIG ERNIE

"Until I discovered ROWNTREE'S FRUIT PASTILLES Simply Chew Chew Chew... and pump up that jaw!"

rrp 23p

Includes for a limited period only

ZINGY PINEAPPLE flavour!

Don't delay Pump up today!

AFTER THE BATTLE WITH ROBOTNIK'S BADNIKS* KNUCKLES IS HEADING BACK TO THE FLOATING ISLAND WITH JUST ONE THOUGHT ON HIS MIND - TO RID HIS WORLD OF EVERY TRACE OF THE EVIL DOCTOR ROBOTNIK.

WARNING... WARNING... SELF-DESTRUCT SEQUENCE INITIATED. 20... 19... 18...

*SEE 'ROBOTNIK'S REVENGE', STC 37+38-MD.

WHAT? I DIDN'T TOUCH ANYTHING!

ORDER SENT BY A REMOTE SOURCE. 14... 13...

INCOMING TRANSMISSION...ON SCREEN NOW...10... 9...8...7...

ROBOTNIK!

AH, MY FORMER 'ALLY'! I THOUGHT YOU'D LIKE TO KNOW THAT THE CRAFT YOU'RE FLYING BELONGS TO *ME* ...AND MY PUNISHMENT FOR THIEVES IS *PARTICULARLY* HARSH!

SO THIS LOOKS LIKE THE END FOR YOU, KNUCKLES...

...UNLESS YOU'VE LEARNED HOW TO *FLY!*

KNUCKLES

CARNIVAL NIGHT CONSPIRACY PART 1

STARTS TODAY

Script: Nigel Kitching
Art: Richard Elson
Lettering: Elitta Fell

3...2...1.. ZER...

BWWADMM!

WELL, MAYBE NOT 'FLY' EXACTLY... BUT GLIDING IS NO PROBLEM AT ALL!

LUCKILY, I'M ALREADY ABOVE THE *FLOATING ISLAND**, I CAN'T GAIN HEIGHT WHILE I'M GLIDING.

*HEY! WHAT'S THAT PLACE? WHERE DID IT COME FROM? I SMELL *ROBOTNIK'S* ROTTEN EGG-BREATH BEHIND THIS!

THIS IS AN *HISTORIC SITE!* WHEN I GET MY HANDS ON THAT MADMAN...

PALACE

ARCADE

*THE FLOATING ISLAND LITERALLY FLOATS IN THE SKY ABOVE PLANET MOBIUS – MEGADROID.

IT'S WELL-GUARDED, NOT THAT IT MATTERS MUCH... I COULD TAKE OUT THOSE BADNIKS EASILY!

CARNIVAL NIGHT CITY OPENING SOON!

BUT I WON'T DRAW ATTENTION TO MYSELF JUST YET... NOT UNTIL I FIND OUT WHAT'S GOING ON HERE.

KKRUNCH

KRRUMBLE

NO WAY OF KNOWING WHERE I'LL COME UP. JUST HAVE TO HOPE FOR THE BEST!

SKKRUNCH!

RMMBLE!

I'M IN! I JUST HOPE I CAN GET OUT OF SIGHT BEFORE I'M SEEN!

KRAAK!

HEY BOSS! THE SECURITY SYSTEM, SHE'S-A PICKING SOME-THING UP!

PUT IT ON THE SCREEN!

HEY, THAT'S A *RELIEF*. I THOUGHT IT MIGHT-A BEEN SONIC THE HEDGE-A-HOG!

I TOLD YOU NEVER TO MENTION THAT NAME AROUND ME!

ANYWAY THIS LITTLE GUY DON'T LOOK SO TOUGH. SEND OUT A CONSTRUCTION ROBOT.

"...AND LET'S GET OURSELVES A RINGSIDE SEAT!"

I DON'T GET IT, WHAT'S THIS PLACE FOR?*

* REMEMBER, KNUCKLES HAS LIVED A SOLITARY LIFE, GROWING UP ALONE ON THE FLOATING ISLAND – MD.

DON'T WORRY ABOUT IT, *SHORTY*...YOU'RE NOT GOING TO BE AROUND *LONG* ENOUGH FOR IT TO MATTER!

GIVE IT YOUR BEST SHOT, ROBOT!

YOU ASKED FOR IT...

KRAKK-A-

BOOM!

HEY! NOT BAD, LITTLE GUY...

...NOT BAD AT ALLLLL...

PTOW!

HEY!

YOU MISSED HIM, YOU NUMBSKULL!

WHAT-A YOU MEAN? YOU'RE THE ONE WHO FIRED THE SHOT!

EXCUSES, ALWAYS EXCUSES! WELL, NEVER MIND, HE CAN'T GET TO US UP HERE!

WRONG AGAIN, BOSS!

CHHKK!

CHHKK!

I WANT SOME ANSWERS! WHO ARE YOU? WHAT ARE YOU TRYING TO DO HERE?

HEY, WAIT A MINUTE. NOW I SEE YOU UP CLOSE, I RECOGNISE YOU...YOU'RE KNUCKLES!

KNUCKLES, THIS IS YOUR LUCKY DAY!

WE ARE THE MARXIO BROS AND WE ARE ABOUT TO MAKE YOU.. AN OFFER YOU CAN'T REFUSE!

NEXT ISSUE: A PIECE OF THE ACTION!

NOW THEY'RE COMING ROUND TO YOUR PLACE.

X-MEN®

Followers of Magneto, leader of evil mutants, beware. Wolverine and the other X-men have arrived.

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MARVEL COMICS

A full range of X-Men figures and playsets are also available, call Tyco Toys on 0800 585108. TM and © Marvel Entertainment Group Inc. All rights reserved.

Q Zone

Q is for Question
Q is for Query
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

LEVEL	PASSWORD
TO MAN'S CAUSEWAY	SSHF4EE6WW8ILSW8M7TW
STAFF ROOM	DGHF4FE6WWLILRW8MM19
KITCHEN	DGHFCFEWWWLWLRW8IM6H
SPACE STATION	DGHFFFE6WLJLRWFIDOL1

Tips & Cheats

STC's regular Game Guru David Gibbon continues to solve those difficult games on the Sega systems. If you have a game query, drop a line to the Q Zone at the usual *STC* address.

COSMIC SPACEHEAD

MS

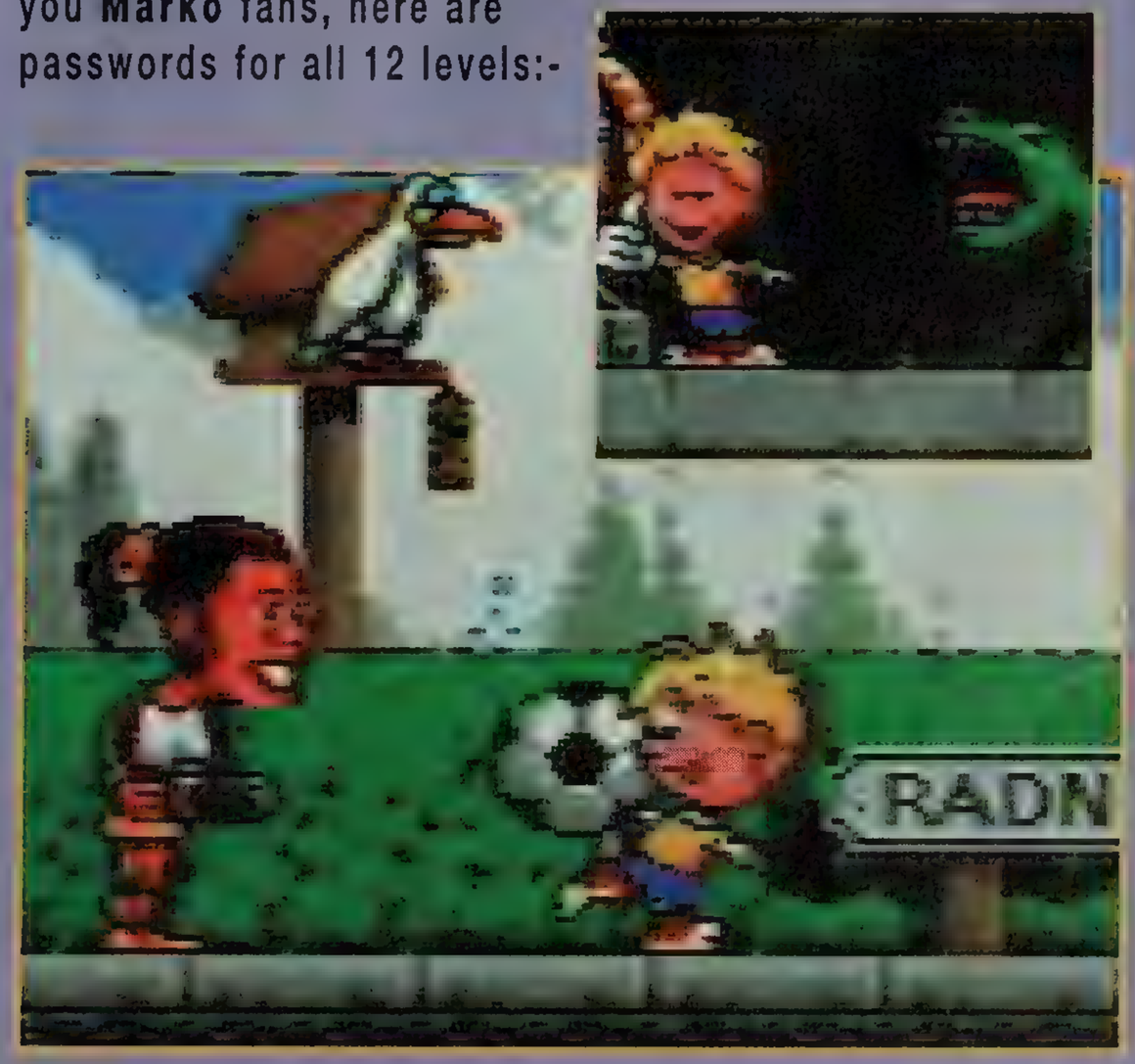
A character created by Codemasters that never really took off was Cosmic Spacehead - a cute little person that wandered around Cape Carnival and Dodgey City. He featured in an adventure on the Master System, which also failed to become a hit. However, for those of you who did buy it, here are some level codes to help:-

LEVEL	PASSWORD
CAPE CARNIVAL	BKPETERLEEWILLIAMS9X
PASSPORT CONTROL	C3ZETERADEWILLIAMS6X
DODGEY CITY	CVC3TEEALDWILOIYMST4
CAVES	SSCLJEE6WWWILS8VM76Q

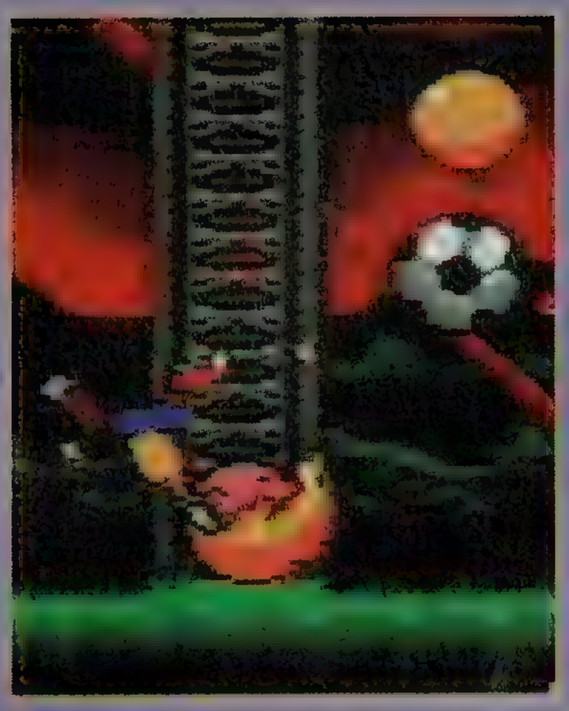
MARKO'S MAGIC FOOTBALL

MD

Domark's latest invention is Marko, which features a football fanatic called - wait for it - Marko, (just hope he supports my favourite team, Newcastle United). The lucky chap has a special magic ball which comes in handy during the game, especially when he finds himself competing against Colonel Brown and his cronies! For all you **Marko** fans, here are passwords for all 12 levels:-



LEVEL	PASSWORD
2	MTUEZQ
3	BSTOKE
4	GUNGETNK
5	ECTOPLSM
6	JAWS
7	GARAGE
8	TRAFFIC
9	ELF
10	KRUSTY
11	BARREL
12	CRABTREE



REN AND STIMPY

GG

Two of the silliest cult characters ever to come across from the USA. The networked TV series proved popular amongst a cult following and the game did fairly well, even though it was a bog-standard platformer. Here are a few level codes:-

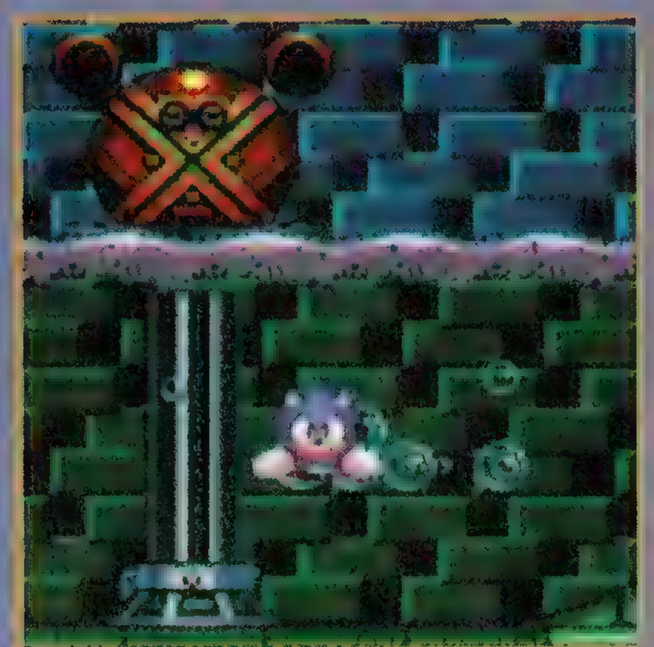
LEVEL	PASSWORD
Stinking Dry Desert	AURGHH
Stinking Wet Bayou	ZONNNK
The Perilous Mount Hoek	YYYOWW
The Great Frozen North	ZOWCHH

SONIC 3

GG

The blue spiky one is *still* responsible for hogging *STC* readers' Mega Drives more than any other character. After digesting our detailed solution to the game, most of you should be able to complete it by now. However, it's a different matter to complete the game properly, i.e. with *all* the emeralds. Here's a cheat to help you achieve this:-

Complete the game first, save it to the battery back-up, then select your level (*do not* select the Marble Garden or Hydrocity zones). Go to the bottom left from the start, and you'll find a special stage; on completion, you'll be rewarded with an emerald. Now reset your Mega Drive and return to the saved game via the battery back-up screen. Repeat the process by selecting the *same* level and by winning the *same* emerald on the *same* special stage until you have them all! Proceed to finish the rest of the game and you'll be able to watch the correct end-of-game sequence.



If, after all that, you return to the battery back-up screen, the clear picture will show Super Sonic. From here, select your starting level and collect 50 rings. If you then proceed to press jump whilst Sonic is in the air you'll be transformed into Super Sonic!

Decap Attack

WHO KILLED CHUCK?

PART 6

SCRIPT & ART: NIGEL KITCHING LETTERING: STEVE POTTER

THE POLICE (IN THE FORM OF DETECTIVE CASE) WANT TO ARREST CHUCK FOR THE MURDER OF A DOUBLE-GLAZING SALESMAN. PROFESSOR FRANK N. STEIN HAS A PLAN...

DARN... I ALVAYS HAFF TROUBLE GETTING DER TOP OFF!

AH! HERE IT COMES...

SPLUNK!

IGOR, PASS ME DER SCALPEL. DER *TEENIEST* MOST *DELICATE* VON OV DEM ALL.

DIS VILL REQUIRE DER *UTMOST* PRECISION...

IGOR YOU *DUNDERHEAD!* DAT IS NOT A SCALPEL! DOES IT LOOK *REMOTELY* LIKE A SURGICAL INSTRUMENT?

OH, VHAT DER HECK!

BAM! BAM! BAM!

ZO DIS COP VANTS TO ARREST *CHUCK* FOR KILLING DER DOUBLE-GLAZING SALESMAN, JA?

NATURALLY VE ALL KNOW IT VOS IGOR WHO DID DER DEED!

DER LAW IST NEFFER GOING TO BELIEVE DAT I TOOK DER CORPSE UNT BUILT MY VONDERFUL CREATION, *CHUCK!*

YEAH, AND NOW I'LL NEVER EARN MY COMMISSION...

HUH! YOU WERE A *LOUSY* SALESMAN ANYWAY!

Acid.

BUT I *FRANK N. STEIN,* SCIENTIFIC GENIUS UNT PRIZE VINNING TAP DANCER (OVER SIXTIES) HAFF DER SOLUTION.

UTILISING THIS TREATMENT OV MINE OWN DEVISING, I VILL REMOVE DER COP'S MEMORY OV EFFER HAVING BEEN HERE!

KENWOOD

WHRRRRR!

HE VILL RETURN TO HIS STATION UNT HAFF FORGOTTEN ALL ABOUT US!

FRRZZZLAKK!

HMMM... PERHAPS A LITTLE HEAVY ON DER ELECTRICITY THERE...

UNT DER PROCESS IST *COMPLETE!*

HEH, THOSE BOZOS AT DER BRITISH MEDICAL JOURNAL VILL REALLY SIT UP UNT TAKE NOTICE VHEN I TELL DEM ABOUT DIS BRAIN TREATMENT.

ALTHOUGH VE MAY HAFF A LITTLE DIFFICULTY GETTING DER DARN THING BACK INTO DER CRANIUM...

STC BOOMERS ARE WARNED NOT TO TRY THIS PROCEDURE AT HOME – IT'S SO MESSY! – MD.

SEVERAL HOURS OF CRAMMING AND PUSHING LATER...

SORRY TO HAVE TROUBLED YOU SIR...

UNT DAT IST DAT!

HEY! WHAT'S HAPPENED TO MY *GRAPEFRUIT?*

EASY WITH THE SUGAR, BUB!

YOU'VE SENT THAT COP BACK TO THE STATION WITH A *GRAPEFRUIT FOR A BRAIN!*

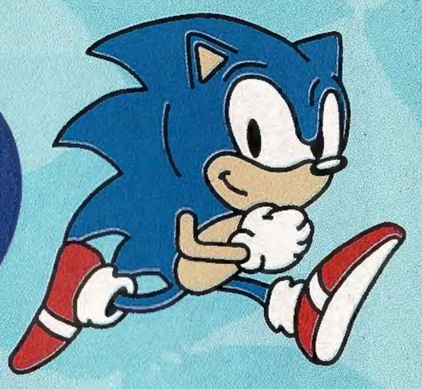
DO YOU THINK ANYVON VILL NOTICE DER DIFFERENCE?

I'M AFRAID I MUST ASK YOU ALL TO ACCOMPANY ME TO THE STATION.

AS SOON AS I FIGURE OUT HOW TO MOVE, THAT IS.

DER END OF DIS, BUT NOT QUITE DER END OF DECAP ATTACK! SEE NEXT ISSUE FOR A SPECIAL COMPLETE STORY!

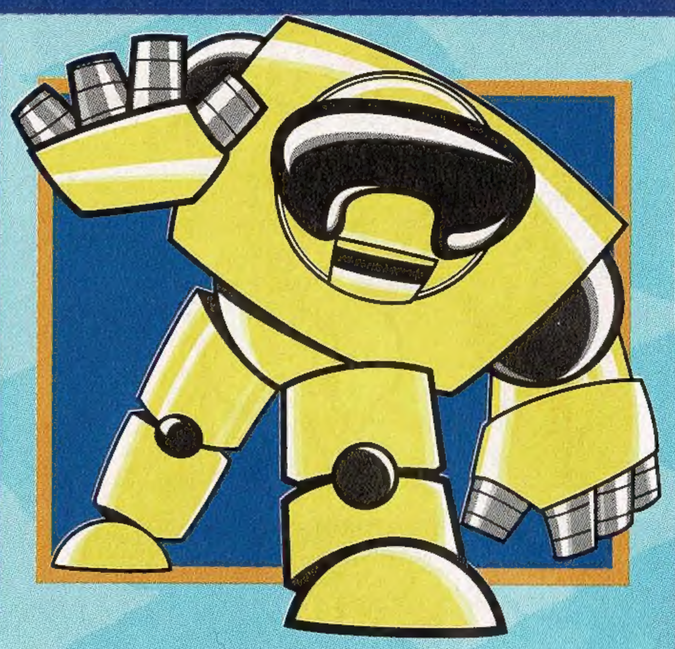
SPEEDLINES



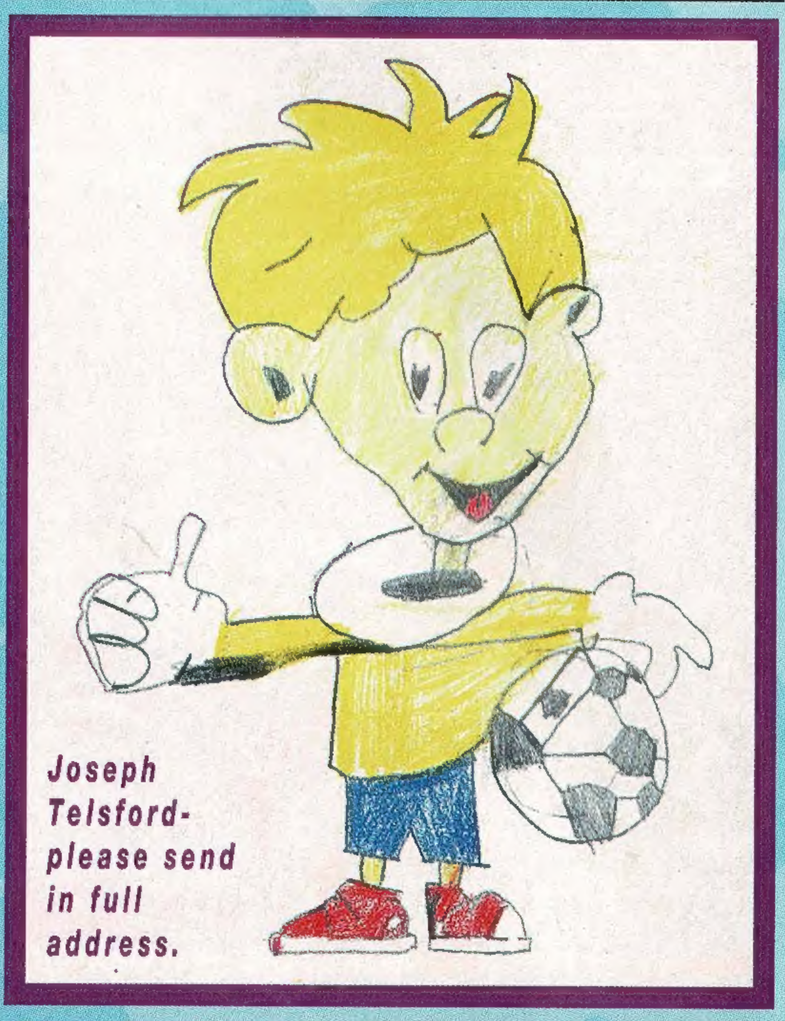
Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.



Joseph Telsford- please send in full address.

Mark Diamond, Northampton. Sonic Water Fun Game Winner.

Ruiz Food

Dear *STC*,

Here's a recipe I made up for *Mobius* Eggs which you may want to get a parent to help you with:-
Take fresh eggs (not rotten ones like Doctor Robotnik uses!), chips and onion rings. Fry the chips and the onion rings. When they're cooked put them into the beaten egg and mix well. Pour the contents into a frying pan until eggs are cooked. The top of the mixture will be slightly runny, so place frying pan under a grill until mixture has browned. I prefer to eat my Mobius Eggs cold with lots of tomato ketchup.

Adam Ruiz, Sheffield. S. Yorkshire. MD owner. Sonic Water Fun Game Winner.

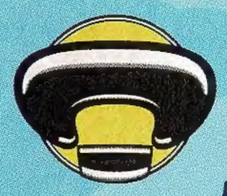
Spoken like a true food connoisseur, Adam.

Mistaken Identity

Dear *STC*,

My dad thinks Sonic is a cockerel! Any suggestions as to what I should do with him?

Robin, Highgate, London. MD owner. Sonic Water Fun Game Winner.



Next time you're eating Sunday lunch Robin, tell your dad he's eating a hedgehog and not a chicken!

Seeing Stars

Dear *STC*,

When the Virgin Games Centre opened in Nottingham I was surprised to see Sonic as guest of honour. After a lot of pushing and shoving I managed to shake his hand and he even gave me a pat on the back.

Gavin Brandreth, Stapleford, Nottingham. MD owner. Sonic Water Fun Game Winner.

How many humes did you flatten on your quest to shake the hand of the spiky blue one Gavin?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

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THE FROZEN ZONE

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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

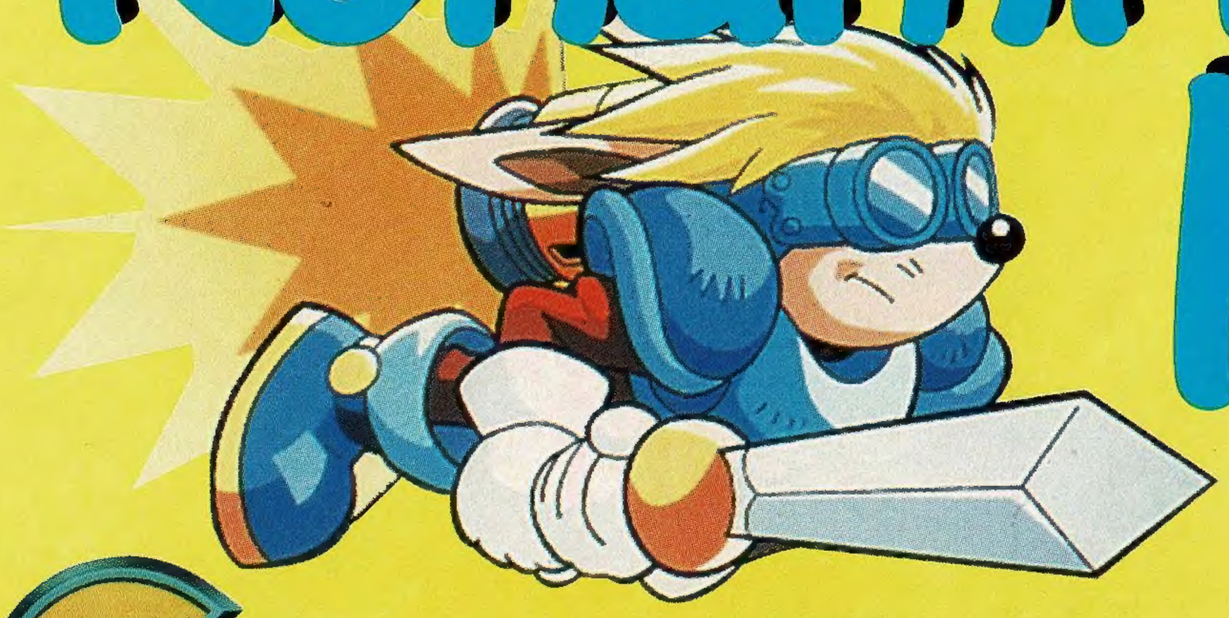
2.....

3.....

HOW DO YOU RATE ISSUE 39 OF **STC?**

☐ %

"Konami Kartoon Kapers"



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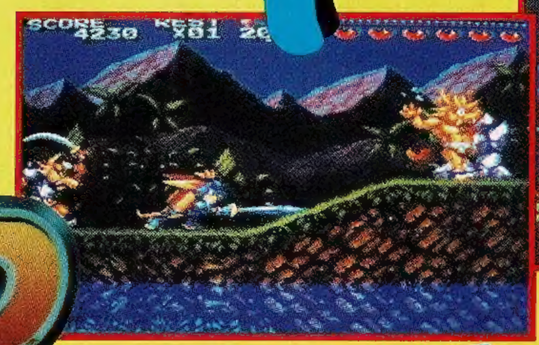

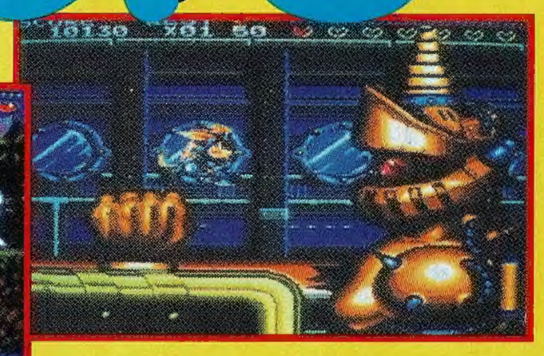

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